

L Number	Hits	Search Text	DB	Time stamp
-	4	704/\$.ccls. and (speaker adj1 recognition) and phonetic and frame and (speaker adj1 model) and receiv\$4 and likelihood and score	USPAT; US-PGPUB	2003/01/21 21:29
-	2	704/\$.ccls. and (speaker adj1 recognition) and phonetic and frame and (speaker adj1 model) and receiv\$4 and (likelihood adj1 score)	USPAT; US-PGPUB	2003/01/21 21:28
-	4	704/\$.ccls. and (speaker adj1 recognition) and phonetic and frame and (speaker adj1 model) and receiv\$4	USPAT; US-PGPUB	2003/01/21 21:30
-	2	(704/\$.ccls. and (speaker adj1 (recognition verification identification)) and phonetic and frame and model and receiv\$4 and likelihood) and (likelihood adj1 value) and score	USPAT; US-PGPUB	2003/01/21 21:34
-	7	(704/\$.ccls. and (speaker adj1 (recognition verification identification)) and phonetic and frame and model and receiv\$4 and likelihood) and (speaker adj1 model)	USPAT; US-PGPUB	2003/01/22 11:21
-	10	(704/\$.ccls. and (speaker adj1 (recognition verification identification)) and phonetic and frame and model and receiv\$4 and likelihood) and (maximum adj1 likelihood)	USPAT; US-PGPUB	2003/01/22 12:14
-	1	pickmax	USPAT; US-PGPUB	2003/01/22 11:21
-	8	(704/\$.ccls. and (speaker adj1 (recognition verification identification)) and phonetic and frame and model and receiv\$4 and likelihood) and (maximum adj1 likelihood) and score	USPAT; US-PGPUB	2003/01/22 12:10
-	22	704/\$.ccls. and (speaker adj1 (recognition verification identification)) and phonetic and frame and model and receiv\$4 and likelihood	USPAT; US-PGPUB	2003/01/22 12:10
-	55	(speaker adj1 (recognition verification identification)) and frame and model and receiv\$4 and (maximum adj1 likelihood)	USPAT; US-PGPUB	2003/01/22 12:20
-	138	(speaker adj1 (recognition verification identification)) and frame and model and receiv\$4 and (likelihood)	USPAT; US-PGPUB	2003/01/22 12:27
-	19	(speaker adj1 (recognition verification identification)) and frame and model and (maximum adj1 likelihood) and phonetic	USPAT; US-PGPUB	2003/01/22 12:28